



on peut aussi prendre du plaisir en codant ...

Golo ?

- Un nouveau langage de script dans la JVM (≥ 7)
- à base d'InvokeDynamic
- créé par @jponge

<http://golo-lang.org/>

Encore un langage pour la JVM !?! Oui mais

- **SIMPLE**, facilité d'apprentissage
- **LEGER** (<270 KB tout mouillé)
- **EN SYMBIOSE** totale avec Java
- **EVOLUTIF** : né pour être modifié

points abordés

- 4 éléments de langage
- La cohabitation Golo & Java
- Comment “Augmenter” Golo
- L’Ecosystème Golo

4 éléments de langage

① λ , closures

->

```
let world = |who, where| {  
  return who + " from " + where  
}  
  
let hello = |who| -> "Hello, " + who  
  
world(hello("John Carter"), "Mars")
```

andThen ?

```
let welcome =  
  (|who| -> "Hello, " + who):  
  andThen(|who, where| -> who + " from " + where)  
  
welcome("John Carter", "Mars")
```


② Class augmentation

augment

```
augment java.util.ArrayList {  
    function each = |this, iterator| {  
        for(var i=0, i < this:size(), i = i + 1 {  
            iterator(this:get(i))  
        }  
    }  
}
```

augment

```
let list = ArrayList()
```

```
list:add("A Princess of Mars")
```

```
list:add("The Gods of Mars")
```

```
list:add("The Chessmen of Mars")
```

```
list:each(|item| -> println(item))
```

③ DynamicObjects ♥

```
let dad = DynamicObject()  
  :name("Bugs")  
  :define("hello", |this| -> "I'm " + this:name())
```

```
let mum = DynamicObject()  
  :name("Lola"):hair("pink")
```

```
let baby = DynamicObject()  
  :mixin(dad):mixin(mum)  
  :name("Babs")
```

```
println(  
  baby:hello() + ", my hair are " + baby:hair()  
)
```

#I'm Babs, my hair are pink

④ Workers

“les threads ULTRA faciles”

```
let enHouse = WorkerEnvironment.builder():  
withCachedThreadPool()
```

```
let worker1 = enHouse.spawn( |message| {  
    println("w1 : " + message)  
    foreach (i in range(0, 10)) {  
        println("w1 : " + i)  
    }  
})
```

```
let worker2 = enHouse.spawn( |message| {  
    println(message)  
    foreach (i in range(0, 10)) {  
        println("w2 : " + i)  
    }  
    if message.equals("shutdown") {enHouse.shutdown()}  
})
```

```
worker1.send("go")  
worker2.send("go"):send("go again"):send("shutdown")
```

Golo ♥ Java

| classe java ...

```
package acme.looniversity;
```

```
public class Toon {
```

```
    private String name = null;
```

```
    private static int counter = 0;
```

```
    public String getName() { return name; }
```

```
    public Toon(String name) {
```

```
        this.name = name;
```

```
        counter+=1;
```

```
    }
```

```
    public static int getCounter() { return counter; }
```

```
}
```

... utilisée en Golo

```
import acme.looniversity.Toon
```

```
function main = |args| {
```

```
    let elmira = Toon("Elmira Duff")
```

```
    let buster = Toon("Buster Bunny")
```

```
    println(  
        elmira.getName() + " "  
        buster.getName()  
    )
```

```
    println(  
        Toon.getCounter()  
    )
```

```
}
```

Compiler du Golo ...

```
module org.fortytwo.H2G2
```

```
function theAnswer = |args...| -> 42
```

```
#goloc -output classes 42.golo
```

```
#cd classes/
```

```
#jar -cf 42.jar org/fortytwo/H2G2.class
```

... L'utiliser en java

```
import org.fortytwo.*;

public class Main {
    public static void main(String[] args) {
        System.out.println(
            H2G2.theAnswer() + " " +
            H2G2.theAnswer("6b13 × 9b13") + " " +
            H2G2.theAnswer(54)
        );
    }
}
```

Et aussi :

Golo Class Loader

➡ Applications scriptables

“Augmenter” Golo

trop simple, même pour moi

```
git clone https://github.com/golo-lang/golo-lang.git
```

```
public class Predefined {
```

```
    public static int theAnswer() {  
        return 42;  
    }
```

```
    public static int theAnswer(Object question) {  
        return theAnswer();  
    }
```

```
rake special:bootstrap
```

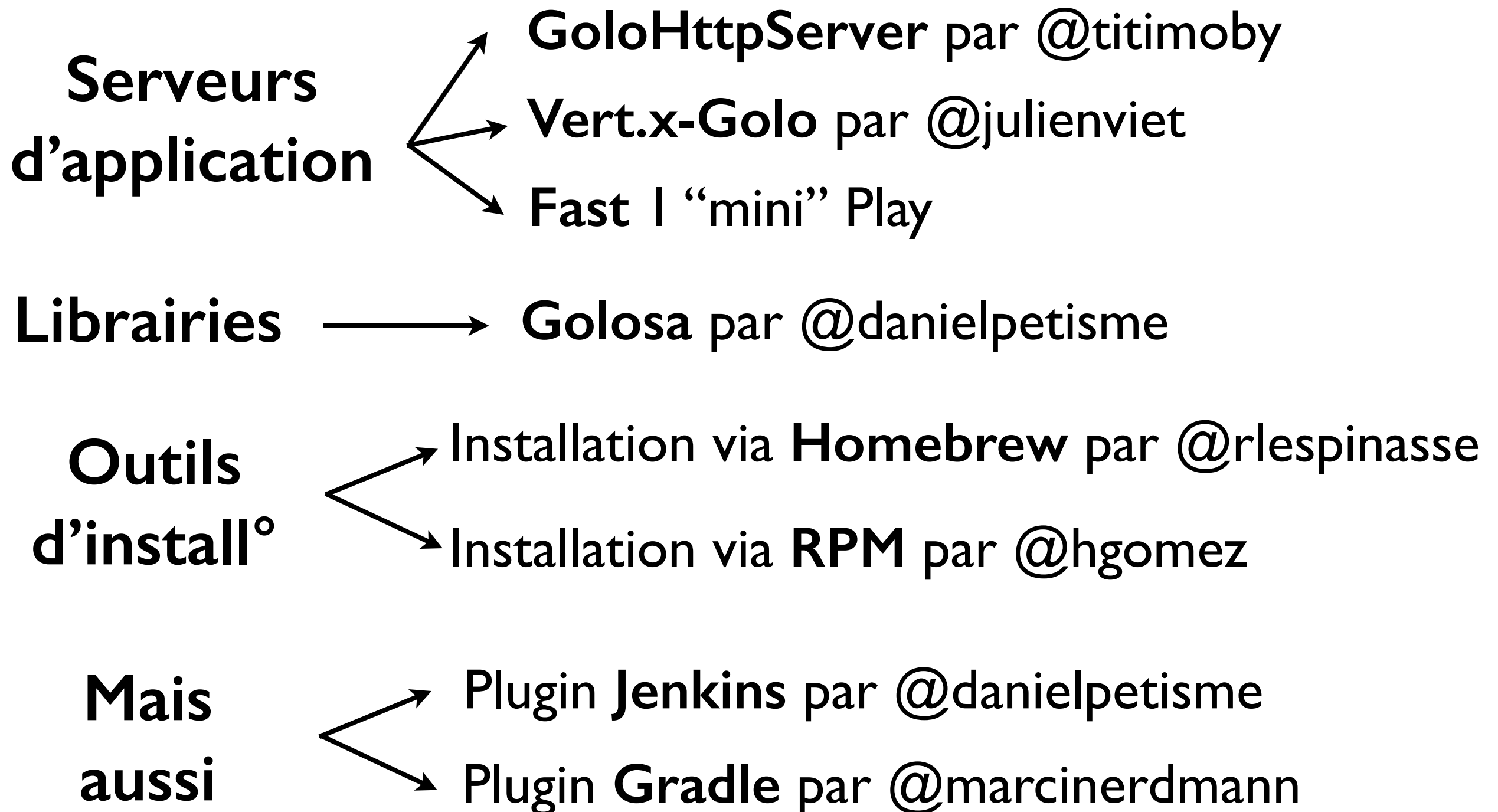
Et hop !

```
println(  
    theAnswerToLife()  
    + " " +  
    theAnswerToLife("6b13 × 9b13")  
    + " " +  
    theAnswerToLife(54)  
)
```

42 42 42

Ecosystème

Ecosystème



Tout ça pour dire

- Faites du Golo, vous allez redécouvrir Java
- Faites des projets, faites les connaître
- Suivez Golo, il est évolue
- **ET MERCI A @jponge :)**